

IN THE CLAIMS:

Please cancel claims 37-48 without prejudice therein.

Please add new claims 49-67 as follows:

- Sub. C2
49. (New) A learning system for displaying learning contents, said system comprising:
a device operable to cause a visual presentation to be displayed on a display screen for a predetermined introduction period of time;
a device operable to call up learning contents to be learned from a learning material memory;
and
a device operable to introduce the learning contents at changing locations in a region of the visual presentation on the display screen;
wherein the predetermined introduction period of time is below a human's conscious perception threshold.
50. (New) A learning system as claimed in Claim 49, further comprising a device operable to interrupt the visual presentation during an introduction of a learning content.
51. (New) A learning system as claimed in Claim 49, further comprising a device operable to control said learning system based upon data inputted by an input device.
52. (New) A learning system as claimed in Claim 49, wherein learning contents are introduced at predetermined time intervals from each other, and wherein the predetermined introduction period of a learning content is substantially shorter than a time interval between two successive introductions of learning contents.
53. (New) A learning system as claimed in Claim 52, wherein the time interval between the successive introductions of individual portions of learning contents is in a range of between 1 second and 10 seconds.

54. (New) A learning system as claimed in Claim 52, wherein the time interval between the learning contents can be set by a user.

55. (New) A learning system as claimed in Claim 49, wherein the learning content which is called up out of the learning material memory is provided to a buffer memory from which it is introduced at least one time into the visual presentation displayed on the display screen.

56. (New) A learning system as claimed in claim 49, wherein a location of introduction contents follows the visual presentation on the display screen.

57. (New) A learning system as claimed in claim 49, wherein the learning contents are introduced acoustically in a form of speech.

58. (New) A learning system as claimed in claim 49, wherein storage of the learning contents is effected in a plurality of learning card file compartments, wherein a known learning content is advanced into a learning card file compartment with a higher degree of knowledge, and wherein the learning contents of the learning card file compartment with the highest degree of knowledge are no longer introduced into the visual presentation on the display screen.

59. (New) A learning system as claimed in claim 49, wherein contents of the learning contents stored in the learning material memory is variable.

60. (New) A learning system as claimed in claim 59, wherein the contents of the learning contents stored in the learning material memory is variable by a person being subjected to learning.

61. (New) A learning system as claimed in claim 49, wherein the visual presentation is one of a computer game, a television film, and a video game.

62. (New) A learning system for displaying learning contents, said system comprising:
a means for causing a visual presentation to be displayed on a display screen for a predetermined introduction period of time;
a means for calling up learning contents to be learned from a learning material memory; and
a means for introducing the learning contents at changing locations in a region of the visual presentation on the display screen;
wherein the predetermined introduction period of time is below a human's conscious perception threshold.

63. (New) A learning system as claimed in claim 62, wherein the visual presentation is one of a computer game, a television film, and a video game.

64. (New) A learning system as claimed in claim 62, wherein the learning contents are introduced acoustically in a form of speech.

65. (New) A learning method for displaying learning contents, said method comprising:
causing a visual presentation to be displayed on a display screen for a predetermined introduction period of time;
calling up learning contents to be learned from a learning material memory; and
introducing the learning contents at changing locations in a region of the visual presentation on the display screen;
wherein the predetermined introduction period of time is below a human's conscious perception threshold.

66. (New) A learning method as claimed in claim 65, wherein the visual presentation is one of a computer game, a television film, and a video game.

67. (New) A learning method as claimed in claim 65, wherein the learning contents are introduced acoustically in a form of speech.

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